

Clockworks: the Gentleman Caller Sample Player Characters

<http://clockworkcomic.com>



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Doctor Molenko Ludgrove
Head of the Dept. of Unusual Biology

Dr. Ludgrove is an elderly man, of mixed Corani and Clorencian descent. He is the head of the University's Unusual Biology Department.

Dr. Ludgrove has spent the past 20 years traveling the world, tracking down strange and rare beasts, and bringing them back (alive or dead) to the University to study. He's most interested in classifying the strange creatures to be found in the wilds of Vheld, as well as attempting to determine their origins.

Dr. Ludgrove's arm was torn off by a beast in the southern swamps of Irone some years ago, and has been replaced by a clockwork arm of considerable strength.

Attributes:

Agility d6
Smarts d10
Spirit d6
Strength d4 (d10)
Vigor d6

Skills:

Fighting d6
Guts d6
Investigation d8
Knowledge (History) d8+2
Knowledge (Folklore) d6
Knowledge (Creature Lore) d10+2
Notice d8
Repair d4
Shooting d4
Weird Science d6

Parry: 5

Toughness: 5 (6/8)

Pace: 5

Charisma: 0

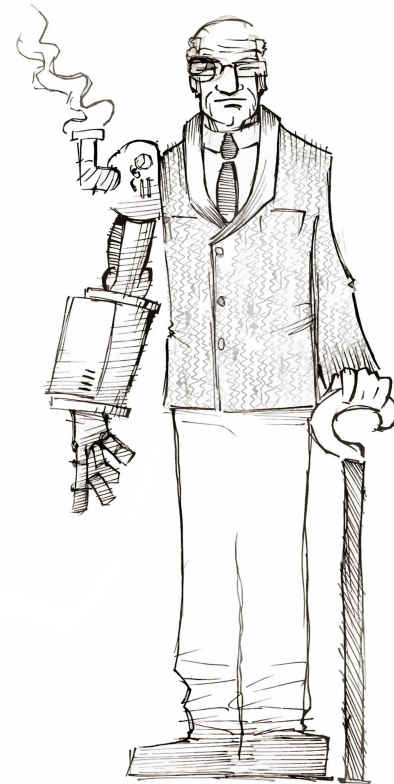
Hindrances: Elderly, Loyal, Bad Eyes, Cautious

Edges: Weird Science, Scholar

Gear: Holdout Pistol (dmg 2d6, range 4/8/16), Cane (dmg Str+d4), armored vest (+1 toughness), smoking pipe, compass, eyeglasses with jewelers lenses, camera.

Devices: Clockwork Arm (Str d10 for the left arm, +3 armor for left arm, ether enhanced attack.)

Special Attacks: Clockwork Arm Punch (dmg d10 + d6 +d4. On a Fighting roll of 1, regardless of the Wild Die, the arm malfunctions, causing Dr. Ludgrove to automatically become Shaken and gain 1 Fatigue.)



Professor Erika Blanchard Adventuring Anthropologist

Erika Blanchard is a professor of Anthropology at Clorencia University, who also teaches a class on Unusual Biology. She's generally more at home in ancient ruins than in the classroom.

Attributes:

Agility d8
Smarts d8
Spirit d6
Strength d6
Vigor d6

Skills:

Climbing d6
Fighting d8
Guts d6
Investigation d6
Knowledge (Biology) d6
Knowledge (Anthropology) d8
Notice d4
Shooting d8

Parry: 6

Toughness: 5 (6)

Pace: 6

Charisma: 0

Hindrances: Curious, Stubborn, Loyal, Heroic

Edges: Two Fisted, Jack of All Trades, Combat Reflexes

Gear: Revolver (dmg 2d6+1, range 12/24/48), Machete (dmg Str+d6), Big Game Rifle (dmg 2d10, range 24/48/96), Armored Vest, notebook, lantern, compass, flask of whiskey, lighter, multi tool pocket knife (Str+d4)



Professor Coryne Stubbington Reserved Librarian

Coryne works in the University's Alistaire Menterosa Memorial Library. She is a quiet and shy woman, more interested in studying and classifying the strange creatures that stalk Vheld than putting them to the sword.

Attributes:

Agility d6
Smarts d8
Spirit d6
Strength d6
Vigor d6

Skills:

Guts d6
Investigation d8
Knowledge (History) d8
Knowledge (Creature Lore) d6
Knowledge (Science) d6
Notice d6
Persuasion d4
Weird Science d6

Parry: 2

Toughness: 5 (6)

Pace: 6

Charisma: +2

Hindrances: Curious, Bad Eyes, Pacifist (minor), Loyal

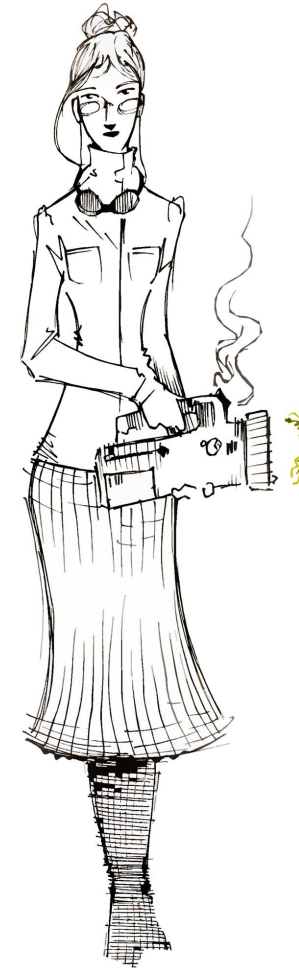
Edges: Weird Science, Attractive, Additional Powers

Gear: The Steam Driven Illumotron, corset (+1 toughness, -1 to resist Fatigue), goggles

Devices: The Steam Driven Illumotron (casts Light in a cone template, can also blind and electrocute enemies. Is very unstable, on a Weird Science or Shooting roll of 1, regardless of the Wild Die, the Illumotron explodes, causing 2d8 damage to

everyone in a Medium Burst Template, centered on the device.)

Special Attacks: Electro-bolt. (3d6 damage, range of 6/12/24. Can be set to Lethal or Non-Lethal Damage, also blinds the target, forcing them to make a Smarts roll or become Shaken.)



Coach Stephan Rosstone

Heavy

Stephan is not technically a member of the Department of Unusual Biology, but he assists Dr. Ludgrove and co. on their hunts.

Stephan was born on the 5th level of Clorencia City, and joined the Republican Guard on his 16th birthday. After four years, he left the military to attend Clorencia University, where he was a star Basherdash player. Stephan stayed at the University as an assistant coach, and he is now head coach of the Clorencia University Fighting Revolutionaires.

Stephan joined Ludgrove's group accidentally, helping the professors wrangle a Vori Blood Ape that had escaped captivity in the University. He now travels with Ludgrove on a regular basis, helping keep the others alive.

Attributes:

Agility d6
Smarts d6
Spirit d6
Strength d8
Vigor d8

Skills:

Fighting d8
Guts d8
Intimidation d6
Notice d4
Shooting d6
Taunt d6

Parry: 6

Toughness: 7 (9)

Pace: 6

Charisma: 0

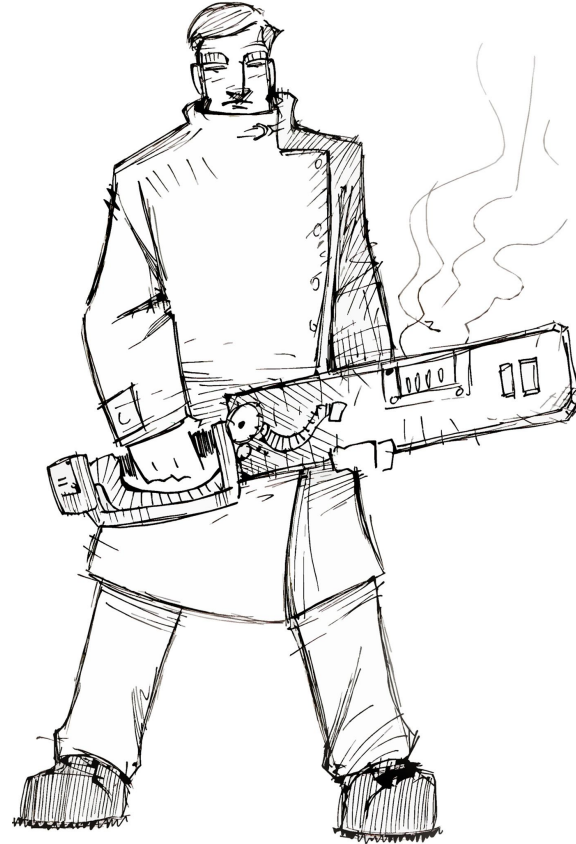
Hindrances: Code of Honor, Loyal, Overconfident, Stubborn

Edges: Brawny, Weird Science

Gear: Etheric Pulverizer, heavy pistol (2d6+1 dmg, range 6/12/24), old armored uniform (+2 Toughness), 10 cigars, flask of gin.

Devices: The Etheric Pulverizer – Stephan's old Basherdash bat, infused with a pair of Steam Driven Auto-Kinetic Amplifiers, allowing it to hit much harder than normal.

Special Attacks: Etheric Pulverizer (dmg Str + 2d6, knocks the target back 1d4" on a successful hit.)



Oli Spanjer Hapless Intern

Oli is a 6th year student at the University, and has the prestigious job of being Dr. Ludgrove's intern. In the past two months, he's made tea, graded essays, helped drag a Giant Ironian Acid Spitting Beetle from the train yards to Dr. Ludgrove's office for dissection, picked up Dr. Ludgrove's mail, fixed the doctor's wireless telegraph, picked up lunch, and filed endless stacks of paperwork.

Attributes:

Agility d4
Smarts d8
Spirit d6
Strength d6
Vigor d6

Skills:

Guts d4
Investigation d4
Notice d8
Knowledge (Biology) d6
Repair d8
Weird Science d10

Parry: 2

Toughness: 4

Pace: 6

Charisma: 0

Hindrances: I'm With Him, Cautious, Small

Edges: Weird Science, McGuyver

Gear: Chronoscope Goggles, Tea, Stimulating Tonic (+2 to resist Fatigue due to lack of sleep, addictive, other possible side effects), tool box, text books.

Devices: Chronoscope Goggles. (These large goggles feature a number of ether injectors and rotating gizmos. They allow Oli to

ignore all penalties from dim or dark lighting, fog, and other obscurement. Additionally, they allow Oli to be aware of incoming dangers, granting him a Notice roll to detect ambushes. The goggles also allow Oli to avoid danger, granting a -4 penalty to all attacks against him. At the start of any encounter where Oli is wearing the goggles, he must make a Weird Science roll to operate them. On a failure the goggles are non functional. On a skill roll of 1, regardless of the Wild Die, the goggles malfunction, blinding Oli for 1 hour.)

Special Attacks: none.

